Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Canceled)

2. (Currently Amended) A method, comprising:

storing <u>at least</u> a portion of sound data in a memory buffer of a computer<u>, wherein the sound data is to be analyzed by a processor to output a haptic effect therefrom</u>;

dividing [[the]] <u>at least a</u> portion of <u>the</u> sound data into a plurality of frequency ranges, [[each]] <u>at least one</u> of the frequency ranges associated with a periodic haptic effect;

analyzing each frequency range <u>by the processor</u> to determine one or more sound features corresponding to at least one of the frequency ranges<u>;</u> and

executing at least one haptic effect based on <u>the determined</u> one or more ~~of the~~ sound features.

3. (Canceled)

4. (Previously presented) The method of claim 2 wherein the portion of sound data is divided into a plurality of frequency ranges by applying a plurality of filters to the portion of sound data.

5. (Previously Presented) The method of claim 4, the plurality of filters having at least:

a low-pass filter; and

a high-pass filter.

6. (Previously Presented) The method of claim 4, the analyzing including~~:~~ separating the portion of sound data into a plurality of frequency components associated with a plurality of frequency ranges using a fast Fourier transform (FFT).

7.   (Previously Presented) The method of claim 6, wherein a number of outputs from the fast Fourier transform are grouped to provide sound features associated with each frequency range from the plurality of frequency ranges.

8.   (Canceled)

9.   (Canceled)

10.   (Previously Presented) The method of claim 2, wherein the at least one haptic effect was previously mapped to the at least one sound feature.

11 – 21. (Canceled)

22.   (Currently Amended) A computer readable medium having code stored thereon capable of being read by a machine, the code comprising:

    code to store at least a portion of sound data in a memory buffer of a computer wherein the sound data is to be analyzed by a processor to output a haptic effect therefrom;

    code to divide [[the]] at least a portion of sound data into a plurality of frequency ranges, [[each]] at least one of the frequency ranges associated with a periodic haptic effect;

    code to cause the processor to analyze each frequency range to determine one or more sound features corresponding to at least one of the frequency ranges; and

    code to execute at least one haptic effect based on the determined one or more of the sound features.

23.   (Previously Presented) The computer readable medium of claim 22, wherein at least one haptic effect is associated with the at least one frequency component.

24.   (Previously presented) The computer readable medium of claim 22 wherein the portion of sound data is divided into a plurality of frequency ranges by applying a plurality of filters to the portion of sound data.

25.   (Previously Presented) The computer medium readable of claim 24, the code to analyze including code to separate the portion of sound data into a plurality of frequency components associated with a plurality of frequency ranges using a fast Fourier transform (FFT).

26.   (Canceled)

27.   (Previously Presented) The computer readable medium of claim 22, wherein the at least one haptic effect was previously mapped to the at least one sound feature.

28.   (Currently Amended) An apparatus, comprising:

means for storing at least a portion-of sound data in a memory buffer of a computer, wherein the sound data is to be analyzed by a processor to output a haptic effect therefrom;

means for dividing at least a [[the]] portion of sound data into a plurality of frequency ranges, [[each]] at least one of the frequency ranges associated with a periodic haptic effect;

means for analyzing each frequency range to determine one or more sound features corresponding to at least one of the frequency ranges, wherein said means for analyzing is performed by the processor; and

means for executing at least one haptic effect based on the determined one or more of the sound features.